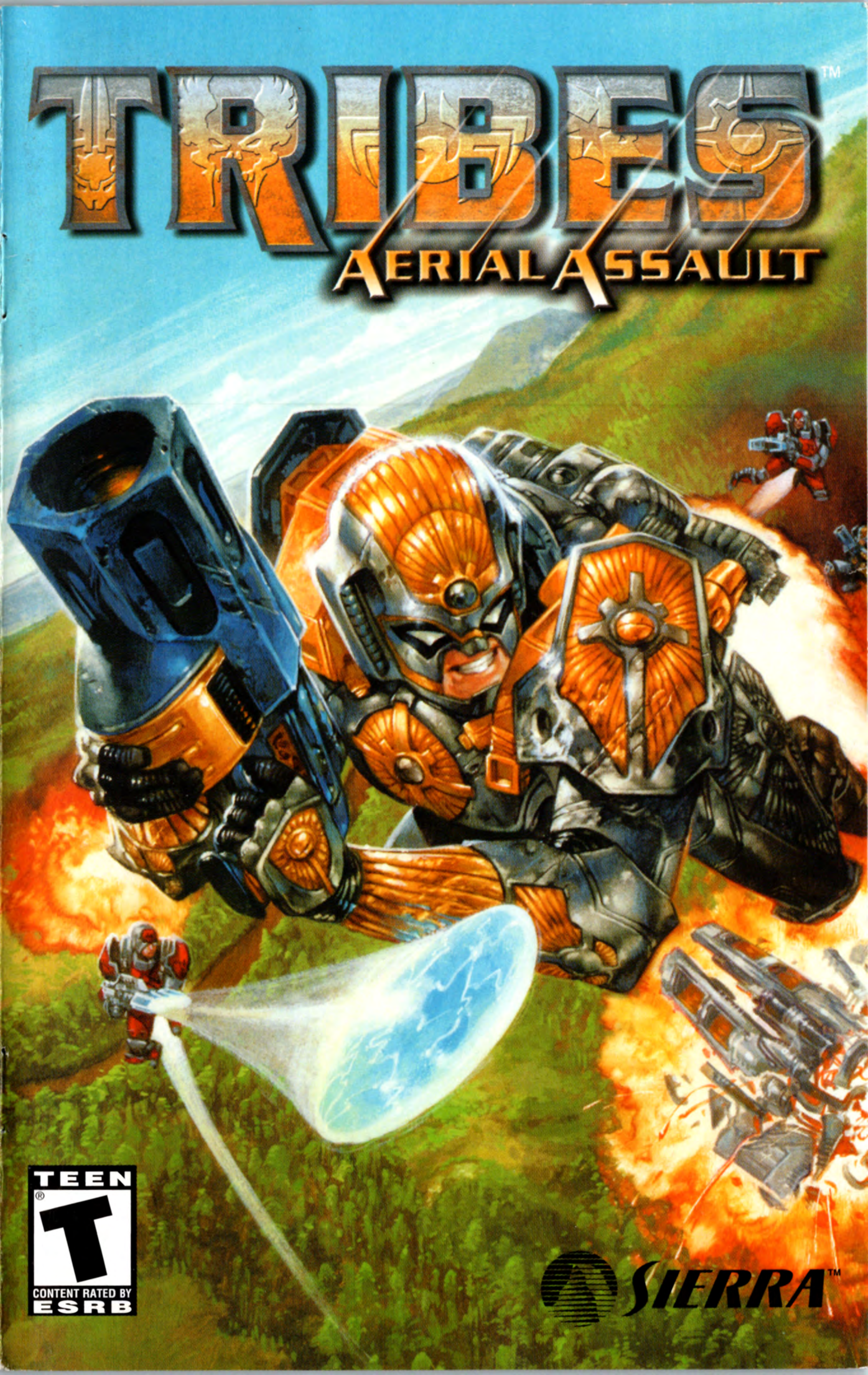
TRIBES™

AERIAL ASSAULT



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CONTENT RATED BY ESRB

SIERRA™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TRIBES™ AERIAL ASSAULT

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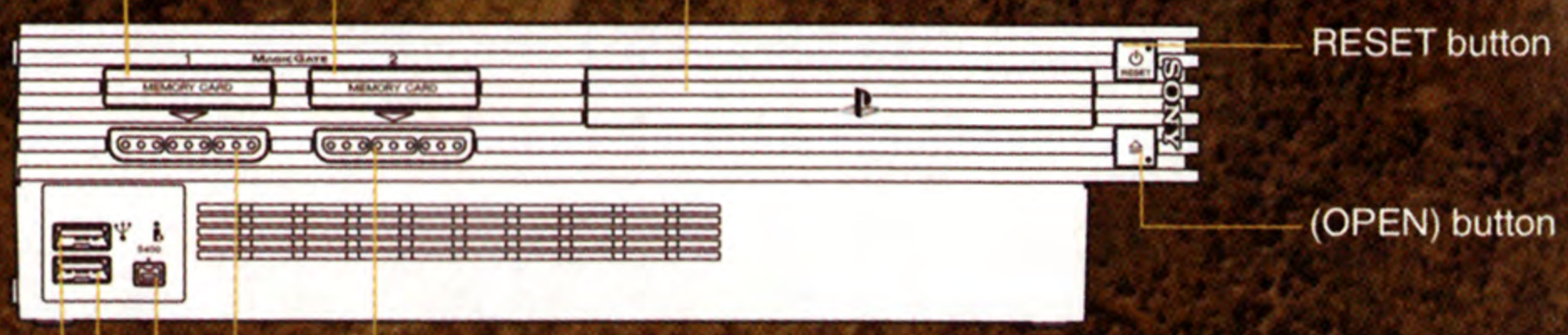
PlayStation®2

Computer Entertainment System



- Set up your PlayStation®2 Computer Entertainment System according to the instructions in its Instruction Manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned on.
- Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- Place the Tribes Aerial Assault disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- Attach game controllers and other peripherals, as appropriate.
- Follow on-screen instructions and refer to this manual for information on using the software.

Controller

DUALSHOCK®2 Analog Controller Configurations

Menu Controls

Highlight Selections directional button

Select/Accept × button

Return to previous screen/menu △ button

The L1 button and R1 button can be used to scroll left and right through item selection controls, such as gender, skin, and voice in the warrior setup menu.

TM

Controls

Armor

There are four control configurations to choose from:

CONFIGURATION A *(defauli)*

Left analog stick:	move
Right analog stick:	look/aim
✕ **button:**	next weapon
□ **button:**	toggle target lock
△ **button:**	throw grenade
○ **button:**	use pack
L1 button:	jump/ski
L2 button:	fire weapon
R1 button:	jet pack
R2 button:	zoom
Directional button left:	talk negative
Directional button right:	talk positive
Directional button up:	increase zoom factor
Directional button down:	decrease zoom factor
SELECT button:	exchange weapon/pack
START button:	options menu

CONFIGURATION B

Left analog stick:	move
Right analog stick:	look/aim
✕ **button:**	next weapon
□ **button:**	toggle target lock
△ **button:**	throw grenade
○ **button:**	use pack
L1 button:	jet pack
L2 button:	zoom
R1 button:	jump/ski
R2 button:	fire weapon
Directional button left:	talk negative
Directional button right:	talk positive
Directional button up:	increase zoom factor
Directional button down:	decrease zoom factor
SELECT button:	exchange weapon/pack
START button:	options menu

CONFIGURATION C

Left analog stick:	look/aim
Right analog stick:	move
✕ button:	decrease zoom factor
□ button:	talk negative
△ button:	increase zoom factor
○ button:	talk negative
L1 button:	jet pack
L2 button:	zoom
R1 button:	jump/ski
R2 button:	fire weapon
Directional button left:	use pack
Directional button right:	toggle target lock
Directional button up:	throw grenade
Directional button down:	next weapon
SELECT button:	exchange weapon/pack
START button:	options menu

CONFIGURATION D

Left analog stick:	look/aim
Right analog stick:	move
✕ button:	decrease zoom factor
□ button:	talk negative
△ button:	increase zoom factor
○ button:	talk positive
L1 button:	jump/ski
L2 button:	fire weapon
R1 button:	jet pack
R2 button:	zoom
Directional button left:	use pack
Directional button right:	toggle target lock
Directional button up:	throw grenade
Directional button down:	next weapon
SELECT button:	exchange weapon/pack
START button:	options menu

VEHICLE *(moves as armor unless oiherwise noied)*

Enter Vehicle	jump into pilot or passenger seat
Exit Vehicle	L1 button
Afterburners	R1 button (if moving)
Vertical Thrusters	R1 button (if stationary)
Yaw	right analog stick (x-axis)
Pitch	right analog stick (y-axis)

TM

Introduction

It is the 40th century. On the frontier "Wilderzone" of human space, hardy neo-barbarian tribes compete for possession of new worlds. Tribal warriors enter combat in powered armor, relying on skill and bravery to win glory.

Now the BioDerm Hordes have started to invade tribal space. Though the tribes boast of being the finest warriors humanity has ever produced, they face a genetically modified race that has literally bred itself for battle. The stakes are epic, and the Wilderzone is aflame with a new kind of war.

Major Factions

Blood Eagle

The Blood Eagle claim descent from Imperial Knights sent to pacify the tribes centuries ago. Their philosophy is simple and brutal: obliterate the enemy, whatever the cost.

Diamond Sword

Nicknamed "Sandrakers," the contemplative Diamond Sword craft innovative new strategies. They say the mind is the greatest weapon, and practice the enigmatic teachings of the Enlightened Master.

Harbingers of Phoenix

Formerly the Children of Phoenix, the elitist Harbingers believe the return of Holy Phoenix is imminent, and have triggered a crusade to bring all the tribes under the Phoenix banner.

Starwolf

The freedom-loving Starwolf were once more far-flung than any other tribe. However, the initial Horde strike has nearly eradicated them. Time will tell whether they survive.

The BioDerm Hordes

Artificially grown slave-soldiers who once served the Empire and now fight a long, bloody war against it, the BioDerm seek to break the deadlock by acquiring the wealth of the tribal Wilderzone.

Front End

MAIN MENU

The MAIN MENU is broken up into three separate categories containing selections under each:

ONLINE

One Player
Take part in a single player online game.

Two Player
You and a friend or foe can take part in a split-screen online game.

OFFLINE

One Player Botmatch
Take part in a single player offline botmatch, where you'll have computer-controlled robots as your teammates and opponents.

Two Player Botmatch
You and a friend or foe can take part in a split-screen offline botmatch.

Campaign
Take part in a single player story driven collection of missions.

OPTIONS

Audio Settings
Adjust Tribes Aerial Asault audio to your liking.

Network Settings
Configure your network settings.

Credits
View developer credits.

Warrior Setup

After selecting ONE PLAYER or TWO PLAYER from the MAIN MENU, the WARRIOR SETUP screen appears. This screen allows you to customize your warrior in a number of ways.

NAME

Pick your warrior's name. Just highlight the option, press the ✕ button, and enter a desired moniker.

GENDER

Allows you to select from different gender/race combinations. Highlight and press the ✕, L1, or R1 button to view all possible choices.

SKIN

Select a "skin" to determine how you appear to other players in any Tribes Aerial Assault match.

VOICE

Your available voice options depend on your gender/race. The voice you pick plays whenever you use the Voice Menu option. Each voice has a distinct personality.

ARMOR / WEAPON / PACK
Allows you to preview what your character will look like in the three available armor types while holding the various available weapons and carrying the available packs.

CONTROLS
Allows you to configure your controls.

BUDDY LIST
Allows you provide a list of other players. This is designed to help you find friends online. When the JOIN tab is selected on the ONLINE screen, servers that have a player on your buddy list are flagged.

LOAD / SAVE
Allows you to save and load any changes you have made to your warrior.

SPAWN / RESPAWN
When you die, you can rejoin play by pressing the L2 button (in the default controller configuration).

X/Y SENSITIVITY
Besides being able to select from the three defaults, you can adjust your X and Y sensitivity for the "look stick" (the right analog stick by default) by using the X SENSITIVITY and Y SENSITIVITY sliders presented on this screen.

INVERT PLAYER Y
This option will invert Y axis aiming direction when not in a vehicle.

INVERT VEHICLE Y
This option will invert Y axis aiming direction when in a vehicle.

VIBRATION
This option will activate or deactivate the vibration functions of the Dualshock®2 analog controller.

SAVED DATA

Before you play, a memory card (8MB) (for Playstation®2) should be inserted to save your data. When the game starts up, it will first load saved data from MEMORY CARD slot 1, if any saved data is present. If not, it will load saved data from MEMORY CARD slot 2, if any saved data is present.

ONLINE SCREEN (One-Player and Two-Player)

This screen is used to either JOIN or HOST a single or two player online game. The following will take you through the process of both joining and hosting an online game.

Joining an Online Game

Once you have properly set up Your Network Configuration file in the OPTIONS menu, joining a game is an easy process. First, select either a ONE PLAYER or TWO PLAYER game from the ONLINE section of the MAIN MENU. Set up your warrior(s) and then press the CONTINUE button at the bottom of the WARRIOR SETUP screen.

You will now be presented with the ONLINE screen. HOST will be highlighted so press the right directional button to highlight JOIN. You will see all currently available servers in the server list. (It may take a moment to receive information from all of the servers.) To select a specific server, move the highlighter down to the server list

(directional button down) and press the ✕ button. You will now have a highlighter you can use to scroll up and down in the server list.

The server list displays additional information for a server. This information can be helpful to find the type of server you want to join. The following is a description of each category displayed:

P: Identifies any server that currently has a password associated with it.

B: Identifies any server that includes a player whose name matches one of the names in your warrior's buddy list.

T: Identifies any server that has enabled Target Lock.

Server Name: Provides the name of the server.

Players: Indicates the number of players (non-bot) currently playing on the server. Also displays the max number of players allowed on the server.

Map Name: Indicates the map being played as well as the game type for that server.

Under the server list, a section entitled Additional Server Information displays extra info on any highlighted server.

Players: Indicates the number of players (non-bot) currently playing on the highlighted server. Also displays the max number of players allowed on the server.

Bots: Indicates the number of bots currently being used on the server.

Buddy: Yes/No indicates if any filter buddy text strings have matched on the highlighted server.

Password: Yes/No indicates if a server is password protected.

Quality: Indicates the connection quality you are experiencing with the server. Green signifies a good connection; yellow, a moderately good connection; and red, a poor connection.

Complete: Indicates the percentage of overall game time that has passed in the current mission for that server.

Below the Additional Server Information display, the user can elect to REFRESH LIST or sort the server list by a number of variables. Selecting the REFRESH LIST option will update the information for all available servers as well as display new servers that might have been started since your last refresh. The sort option will sort the server list by a number of variables. Simply highlight the option and press the × button or L1 button or R1 button to cycle through the various sort settings.

Once a player has decided what server they want to join, simply highlight the server and press the × button. The highlighter will then default to the JOIN option at the bottom right of the screen. Press the × button again and the game will launch.

Hosting an Online Game

Once you have properly set up Your Network Configuration file in the OPTIONS menu, hosting a game is an easy process. First, select either a ONE PLAYER or TWO PLAYER game from the ONLINE section of the MAIN MENU. Set up your warrior(s) and then press the CONTINUE button at the bottom of the WARRIOR SETUP screen.

You will now be presented with the ONLINE screen, where the HOST tab will be highlighted. There are several options available that you can change before launching a game. They are as follows:

GAME TYPE: Just below the HOST tab, you can select what type of game you want to host. There are five different game types available:

Capture the Flag, Capture and Hold, Deathmatch, Team Deathmatch, and Hunters.

MAP LIST: Just below the GAME TYPE option, the map list displays what map you want to start out on. To select a specific map to start on, highlight the map list and press the × button. You can now move a highlighter up/down the list. Highlight the map you want to start on and press the × button.

NAME: Allows you to input a custom name for your server. This name appears on the join list for other players.

PASSWORD: Allows you to password protect your server. Any players attempting to join your server must provide the password.

VOTE PASS %: This slider adjusts the percentage of votes that are needed to pass a vote.

MAX PLAYERS: This slider lets you determine the maximum number of players you will allow on your server.

MAX CLIENTS: This slider lets you determine the maximum number of consoles you will allow to connect to your server.

TEAM DAMAGE: This slider lets you determine how much damage friendly fire will cause.

TIME LIMIT: This slider adjusts the time limit for each mission.

ENABLE BOTS: Activating this option will allow you to place CPU-controlled "bots" in the game. Once activated, two options are available under this option:

MIN TEAMSIZE / MIN PLAYERS: This option establishes the fewest players that will be in the game or on each team. If there are not enough actual people playing, then bots will automatically join in to fill out the game.

AI LEVEL: This slider determines how skilled the bots will be in your server. A setting of "10" represents the most difficult bots to compete against while 1 will provide bots that are much easier to defeat.

Once you have set up your server to your liking, simply highlight the HOST button at the bottom of the screen and press the × button. This will launch the server.

Bandwidth Limits and Max Clients

When you host a game, the maximum number of players who will be able to join your server is limited by your bandwidth, or speed of your Internet connection. Each player and bot who joins your game will use a portion of your available bandwidth.

If you have a 56K analog modem connection to the Internet (that is, a normal modem connection over a phone line), we suggest that you not host network games. If you do host a game, please limit "Max Clients" to 2 when setting up your game.

If you have a cable modem connection to the Internet and you want to host a game, please set "Max Clients" no higher than 6 when setting up your game.

If you have a 256K DSL or ADSL connection to the Internet and you want to host a game, please set "Max Clients" no higher than 12 when setting up your game.

If you have a connection to the Internet with at least 384Kbps of upline bandwidth, such as high-end commercial DSL, T1, or Ethernet LAN, you may set "Max Clients" to 16 players when setting up your game.

Note that bandwidth restrictions on cable modems and DSL vary depending on your Internet service provider, and you may need to set "Max Clients" to a lower number.

When you host games, if you have problems with slow or laggy game play, or jerky movement, or users seem to disconnect for no reason, try reducing the "Max Clients" slider before you host the game. You should also reduce the number of bots in the game, by lowering the "Min Players" or "Min Team Size" slider. Each bot and each human player will hurt networking performance, so if you have a slow Internet connection while hosting many players and bots, your game play may suffer.

FIREWALLS

You cannot host a game if your connection is behind a firewall. You can, however, join games.

CAMPAIGN

Overview

Listen up, cadet! You have demonstrated suitability for membership and are to be taken to the planet Gamma Serpentis IV for advanced training. Upon arrival, you will go through a series of missions against fellow tribes cadets in areas such as basic skirmishes, asset liberation, asset collection, and asset retention. These are meant to help you hone basic skills towards service as a tribes member. Gamma Serpentis IV was chosen due to its remote location, varied environment types, and lack of tribes-related strategic relevance. At one time it was an important spot, but the shifting tides of war have left it a forgotten and empty little planet, dotted with old and unused camps and bases. About 15 years ago, it was set up as a cadet training zone, with an inhabitable base in one of the more temperate zones. It has turned out many a good warrior.

A word of caution: Though Gamma Serpentis IV and this sector are secure, we have been hearing reports that there have been a number BioDerm attacks taking place in nearby sectors but this could be attributed to possible propaganda and scare tactics being used by rival tribes. We foresee no interruptions to your training...

Starting a Campaign

Select CAMPAIGN from the OFFLINE section of the MAIN MENU and you will be presented with the CAMPAIGN screen that details all of the available training and campaign missions.

When you first enter this screen, only the training missions and the first campaign mission will be unlocked. Completing a campaign mission will unlock the next available mission. Once a mission has been unlocked, you can opt to play that mission as many times as you want.

OPTIONS

AUDIO SETTINGS

There are four audio volume settings available for you to change: Master, Effects, Music, and Voice. Each setting can be changed by a slider to adjust the volume to your liking.

SURROUND

Click on this button to activate or deactivate surround sound audio.

NETWORK SETTINGS

Note: In order to play Tribes Aerial Assault online, your Network Configuration file must be set up using the Sony-supplied Network Configuration Utility. Tribes Aerial Assault supports the Sony network adaptor (Ethernet) for PlayStation®2.

If you have configured your Network Configuration file using the Sony-supplied Network Configuration Utility, you will see a list of available configurations in the box labeled "Network Configuration." If none appear, please verify your setup using the Sony-supplied Network Configuration Utility.

Select a network configuration then press "Connect." If you are already connected to the network, the "Connect" button is replaced with "Disconnect." Before you can change Your Network Configuration file, you will need to disconnect first.

AutoConnect will make sure that when you next start the game, it will automatically connect you to the Internet. This will be done while the introductory movies are playing. Usually by the time the game has completed loading, you will be connected to the Internet. Occasionally, as it may take a while to connect, a dialog box will appear on the MAIN MENU while the connection is completing.

Your Network Configuration file is specific to your PlayStation®2. If you take your memory card (8MB) (for PlayStation®2) to another PlayStation®2, you will need to reconfigure your network settings using the Sony-supplied tool.

GAME TYPES

CAPTURE THE FLAG (CTF)

The objectives of CTF are twofold: capture the enemy's flag and protect your own. A flag is "capped" when a player successfully takes the enemy flag (accomplished by touching it) and touches it to his own flag. Each team's base flag locations are automatically waypointed for all players. CTF games end when one team has captured the other team's flag 8 times or game time expires.

CAPTURE & HOLD (CNH)

Each team must capture a number of objectives, which are usually found in bunkers or towers. Once an objective is captured, all assets associated with it come under the capturing team's control. A team gets points for the time it retains control of an objective.

DEATHMATCH (DM)

Straight kill-or-be-killed, everyone for himself competition. Victory goes to the player with the highest score!

HUNTERS

A hybrid of CTF and deathmatch type play. Every time you kill an enemy, he drops flags you can collect by running over them. To score, return accumulated flags to the Nexus. The first flag is worth one point, the second is worth two, the fifth is worth five, etc... Turning in seven flags is worth 1+2+3+4+5+6+7 = 28 points. Turning in 50 flags is worth 1,275 points! Flags on the ground have different values according to the color they radiate:

Red	1 flag
Blue	2 flags
Green	4 flags
White	8 flags

TEAM DEATHMATCH (TDM)

Similar to Deathmatch, this game type allows you to play with a team. Victory goes to the team with the highest number of kills.

HEADS-UP DISPLAY

The heads-up display, or HUD, displays all in-game information that you will need while out in the field.

HEALTH / ENERGY / HEAT SIGNATURE

In the top left of your screen are three bars. The top bar represents your Health Meter. When your health level reaches zero, you die. The second bar is your Energy Meter. This meter tracks available energy for powering jets or energy-based weapons. The third bar is your Heat Signature Meter. This meter shows your overall heat signature and how likely a missile will be able to get a homing lock on you.

RETICLE CLUSTER

Positioned in the middle of your screen, the reticle cluster will change based on what weapon you currently have equipped. As you change weapons, you will notice a number displayed near the bottom left of the reticle. This number represents the amount of ammo you have for the currently equipped weapon.

The reticle cluster will also display information such as enemy or asset health as well as its distance (in meters) from the player if you have the enemy or asset within the reticle cluster.

SCORE DISPLAY

Located in the top right of the screen, this display shows score information for the current mission.

TIME DISPLAY

Located just below the score, this display shows the amount of time remaining in the current mission.

GRENADE DISPLAY

If you currently have grenades in your possession, the first icon on the vertical banner just below the time display shows the number and type you have. The icon will change, depending on the type of grenade you are equipped with.

PACK DISPLAY

If you currently have a pack equipped, this icon will be displayed at the bottom of the vertical banner just below the time display. The icon will change, depending on what pack you have equipped.

FRIEND OR FOE INDICATORS (FFI)

Places a triangle over any warrior detected by your team's sensor net. Red = Enemy. Green = Teammate.

IN-GAME OPTIONS MENU

The IN-GAME OPTIONS menu lets you perform a number of functions such as setting up your inventory, looking at the scoreboard, and administrative functions.

Press the START button during a mission to bring up the menu. The first time you do this, the INVENTORY tab along the top of the menu will be highlighted. You can cycle the highlighter left/right with the directional buttons. To select a tab, simply highlight it and press the × button. You will now be inside the currently selected option tab. To back out of a selected option tab, press the △ button.

The following is a description of each option tab.

INVENTORY

Get to know this menu well. In this menu, you will be able to set up what armor and weapons you want to use the next time you step on an inventory station.

Once selected, the highlighter is defaulted to the "LIGHT" armor option. To change your armor, simply press the × button or the L1/R1 buttons to scroll between the three available armor types (LIGHT, MEDIUM, HEAVY). To select one of the five default loadouts for any of the three armor types, move the highlighter down with the directional button and press the × button. You will see the loadout display on the right change as you select a new loadout.

If you want to further customize your loadout, you can simply press the right directional button which will then move the highlighter over to the loadout display. Once the highlighter is in the loadout display, pressing the directional button up/down will cycle the highlighter between the available weapon slots. Pressing the ×, L1, or R1 button will cycle through the available weapon selections for the currently highlighted weapon slot.

Once you make any changes you want, press the △ button or the START button to back out of the menu. The next time you hop on an inventory station in game, you will be equipped with your selections.

VEHICLE

The VEHICLE tab is only available on missions that support vehicles. This tab allows you to select what vehicle will be produced the next time you step on a vehicle station pad. There are four vehicles to choose from. Simply select the desired vehicle and exit the menu. The next time you step on a vehicle station, the selected vehicle will be spawned.

SCORES

Select this option tab to view the current score of the mission you are participating in. The display will vary, depending on the game type currently being played.

HELP

The HELP tab when selected will display the current control configuration that is being used by the player.

PLAYER

The PLAYER tab allows you to configure a number of options, as well as SUICIDE, CHANGE TEAM, initiate a vote, or vote NO/YES on a current vote.

HOST

The HOST tab is only available on the host machine. Various host options can be altered on this tab. Also, the host can kick players or change maps without the need to vote on the issue.

NEWBLOOD FAQ

How do I move?

Moving the character is done with the move stick (left analog stick in the default controller configuration). Combine movement with jet pack use to cover ground quickly. You can either "bounce" along or jet up in place and then move forward to catch altitude. The look/aim stick (right analog stick in the default controller configuration) controls which direction you face. When you go downhill, hold the jump button down to "ski" at much greater speed. Properly done, skiing adds greatly to your mobility.

How do I shoot?

Pressing the next weapon button (× button in the default controller configuration) will cycle through your available weapons. Aim using the crosshair but be sure to lead your target. Then just press the fire weapon button (L2 button in the default controller configuration).

Know your weapons. Since its rounds spread with distance, the Chaingun makes a better close-range weapon. Several weapons deal "splash damage" which can hurt you if the fired shot detonates too close to your position.

Finally, remember hitting opponents in mid-air is tricky. Instead, jump above them and either hit them when they're on the ground, or fire a splash damage weapon right under their feet as they land.

Where do I get new weapons and gear?

Pre-select equipment by entering the IN-GAME OPTIONS menu and selecting the INVENTORY option tab. From this menu, you can select what armor you want to use as well as what loadout you will be equipped with. You always start out and respawn in LIGHT armor with a default loadout, so you'll have to use an inventory station to rearm to a different setup.

Find your team's inventory station. When you step on it, you receive whatever configuration is currently selected in the IN-GAME OPTION INVENTORY menu.

NOTE: You must set your configuration before stepping onto the station's pad. You cannot select equipment while on the station!

Remember, some configurations have prerequisites. For example, only a LIGHT armor can carry the Laser Rifle. Only HEAVY armor can carry the Fusion Mortar. LIGHT armor carries three weapons, MEDIUM carries four, and HEAVY armor carries five.

How do I repair stuff?

Use the Repair Pack. Like other packs, it activates when you press the use pack button (○ button in the default controller configuration). This will bring up the repair projector. You can repair yourself, teammates, and damaged equipment by aiming the projector at the object you want to repair and pressing the fire button. It only works at very short range, so get close to your "patient." If you have no target in range, using the Repair Pack heals you.

How do I use packs?

Press the use pack button (○ button in the default controller configuration) to activate or deploy a pack. Ammunition and Energy Packs are always activated.

How do I deploy remote equipment? (turrets, stations, etc.)

Aim where want to place the remote device, and then press the use pack button (○ button in the default controller configuration). The item will deploy at your crosshair location. If you get an error message, you're either looking too close or too far away. You can't deploy on top of other objects like inventory stations, vehicles, or previously deployed equipment. You can only carry one deployable device at a time (except for remote sensors), so you will have to make multiple trips to an inventory station if you have ambitious plans for your perimeter.

How do I use mines?

First, make sure you have equipped yourself with Mine Grenades. Next, press the throw grenade button (△ in the default controller configuration) to toss a mine. The longer you hold down the button, the farther you will toss the mine.

Where's the enemy base?

Enemy targets are indicated by red waypoints on your screen. They may take the form of small flags or triangles on your HUD.

What's the best way to be a team player?

Know the game objectives. Whether it's Capture the Flag (CTF) or Hunters each Tribes Aerial Assault game has different objectives. Make sure you're clear on your team's goals. The loading screen provides mission summaries.

Get Organized. Coordinate with other team members. Don't just be out for yourself. A well-coordinated team works better than a mob.

Adopt a role. This is a team game, so you'll be more effective if you fill a role on your team. What role do you want? Medic? Grab a Repair Pack. Sniper? Gear up with a Laser Rifle. Base defense? Get HEAVY armor and deploy turrets and sensors.

Use remote equipment. Deploy turrets to defend your base or ring the enemy base. Increase targeting ranges of your turrets with sensors. Place mines effectively. Drop an inventory station closer to the action.

TM

EQUIPMENT

ARMOR

Powered armor, the workhorses of tribal battle, provides mobility, protection, and firepower. The heavier the armor, the tougher it is, and the more weapons and ammunition it carries, but all at a cost in speed and agility.

LIGHT ARMOR

Protection: Low
Mobility: High
Weapon Capacity: 3 primary weapons
Special Capabilities: Only armor capable of carrying Laser Rifle.
Limitations: Cannot carry Fusion Mortar, Missile Launcher, Remote Inventory Pack, Remote Turret Pack, or Base Turret Barrel Packs.

MEDIUM ARMOR

Protection: Moderate
Mobility: Moderate
Weapon Capacity: 4 primary weapons
Special Capabilities: Can pilot all vehicles except the Mongoose.
Limitations: Cannot carry Fusion Mortar or Laser Rifle.

HEAVY ARMOR

Protection: High
Mobility: Low
Weapon Capacity: 5 primary weapons
Special Capabilities: Only armor class capable of carrying Fusion Mortar.
Limitations: Cannot carry Laser Rifle, cannot pilot vehicles.

PRIMARY WEAPONS

BLASTER

A coherent pulsed energy carbine, the Blaster is the standard tribal sidearm.
Ammo: Unlimited – draws from armor energy.
Advantages: High rate of fire, long range, ignores some shields, ricochets at close range.
Disadvantages: Low damage. Energy use can interfere with mobility.

CHAINGUN

The Chaingun churns out a hail of explosive microflechettes that quickly chews up targets.
Ammo: Limited.
Advantages: High rate of fire, substantial damage at close range, conical "spread" to target.
Disadvantages: Ineffective at long range, short delay between trigger press and onset of fire.

FUSION MORTAR

No other weapon carried by warriors matches the mortar's destructive power.
Ammo: Limited.
Advantages: Explosive damage, indirect fire.
Disadvantages: Can only be carried by HEAVY armor, slow rate of fire.

TM

GRENADE LAUNCHER

The grenade launcher lobs grenades much farther than warriors can throw them.
Ammo: Limited.
Advantages: Explosive damage, indirect fire, grenades can bounce around corners.
Disadvantages: Difficult to aim directly.

LASER RIFLE

The Laser Rifle is a deadly sniper's weapon.
Ammo: Unlimited – draws from armor energy.
Advantages: Substantial damage (especially head shots), instant projectile speed, virtually unlimited range.
Disadvantages: Slow rate of fire, each shot completely drains the armor's energy, deals damage proportionate to current energy supply (less energy, less damage), can only be carried by LIGHT armor.

MISSILE LAUNCHER

Primarily used against vehicles, this weapon fires guided missiles across long distances.
Ammo: Limited.
Advantages: Explosive damage, long range, can lock onto and follow target.
Disadvantages: Lock on functionality requires delay to establish lock, slow rate of fire.

PLASMA RIFLE

This weapon fires superheated balls of plasma that explode on contact with the target.
Ammo: Limited.
Advantages: Explosive damage, decent rate of fire.
Disadvantages: Slow projectile movement.

SPINFUSOR

The Spinfusor fires a high-explosive disc-shaped charge.
Ammo: Limited.
Advantages: Explosive damage, long range.
Disadvantages: none.

SECONDARY WEAPONS

BASIC GRENADE

A timed explosive charge thrown by a warrior. Does substantial damage to all nearby objects.

CONCUSSION GRENADE

This grenade does little damage but produces a powerful concussive force that pushes warriors away from the point of detonation. The force from a concussion grenade is strong enough to cause victims to drop their active weapon, their pack, and even the flag in CTF games.

FLARE GRENADE

Flare grenades use a slow-burning thermal charge. They are primarily used to decoy guided missiles away from targets.

MINE GRENADE

When deployed, a mine burrows into the ground and arms itself. Thereafter, it will explode when any warrior or vehicle enters its detection radius.

ARMOR PACKS

The choice of armor pack has a huge impact on a warrior's role. Activate or deactivate a pack by pressing the ○ button (in the default configuration). Ammunition and Energy Packs do not require activation.

AMMUNITION

Increases your armor's magazine capacity for all limited ammunition weapons. Has no impact on your armor's energy supply.

ENERGY

Increases the rate of energy regeneration, thereby increasing jet mobility and use of weapons that draw off the energy cell.

REPAIR

The Repair Pack lets you restore an item or player to full health. To repair a target, you must have energy available and be at short range. Press the use pack button (○ button in default controller configuration) to access the pack's repair projector. Aim it at the target and press and hold the fire weapon button (the L2 button in default controller configuration). Aiming at nothing heals you instead.

SHIELD

When activated, this pack provides you with complete protection from all damage, except Blaster fire, at the expense of your energy. Protection lasts as long as energy is available. Press the use pack button (○ button in default controller configuration).

DEPLOYABLE PACKS

These packs are deployed at the user's discretion. Place a deployable pack by aiming at a flat surface close to you (except for barrel packs which only work on base turrets) and press the use pack button (○ in default controller configuration).

BASE TURRET BARRELS

Turret barrel packs enable warriors to change out the barrel on a base turret to customize their base defenses. There are four types of barrels: Anti-Aircraft, Missile, Mortar, and Plasma. Each barrel type constitutes a different pack. Only MEDIUM and HEAVY armors can carry it. See the BASE TURRETS section for more information on specific turret types.

REMOTE INVENTORY STATION

Only MEDIUM and HEAVY armors carry this smaller version of a base inventory station. Teammates may obtain any inventory from this station except another remote inventory station. Also note that remote inventory stations cannot be used to change armor.

REMOTE SENSOR

This item detects movement and energy signatures within a limited range. When positioned around friendly turrets, it can greatly increase their targeting range.

REMOTE TURRET

Remote turrets detect their targets using their own limited built-in sensors. Turrets can be placed on any surface be it a base or terrain.

REMOTE DETONATION SATCHEL CHARGE

After deploying this powerful explosive, the user may detonate it by pressing the use pack button (○ button in default controller configuration) again. The charge requires a few seconds to arm after deployment.

GROUND VEHICLES

Ground vehicles in an era of anti-gravity seem outdated, but the tribes members find many uses for these hardy machines, often in dedicated roles.

MONGOOSE GRAV CYCLE

A favorite of snipers and flag runners, the Mongoose is a ground-hugging "Terragrav" built for blazing speed. Skilled Mongoose pilots build reputations as fearless daredevils... or absolute psychopaths.

Crew: 1 (pilot), LIGHT armor only.
Speed: High
Protection: Low
Armament: None

TURBOGRAV VEHICLES

Turbogravs allow tribes members to fly swiftly across the most rugged of terrains. Heavily shielded and well-armed, these formidable air combat vehicles are difficult to stop except with a well-coordinated defense.

DINGO FIGHTER

The Dingo is often typecast as an anti-Turbograv vehicle. However, its agility and heavy Blasters make it quite effective in a ground support role.

Crew: 1 (pilot)
Speed: High
Protection: Moderate
Armament: Twin heavy Blasters

HAMMER BOMBER

The Hammer delivers massive firepower to the battlefield and is particularly effective against shielded targets.
Crew: 1 (pilot/bombardier)
Speed: Moderate
Protection: High
Armament: Coherent-plasma bombs

Notes: The pilot not only flies the vehicle but also drops payload on victims below by pressing the fire weapon key (L2 button in the default controller configuration). Additionally, a bomb bay view is available by holding the zoom button (R2 button in the default controller configuration).

PILTDOWN TRANSPORT

The Piltdown allows aerial transport of personnel across any terrain. The ship can carry up to four HEAVY armors which retain the ability to use their personal weapons. A full load of heavily armed passengers can demolish enemy forces.
Crew: 5 (pilot, up to 4 passengers)
Speed: Low
Protection: High
Armament: Automated Aerial Assault turret
Capacity: Four passenger slots as well as crew positions.

BASE ASSETS

These devices provide all the automatic defenses and other support capabilities of a team's base. They are permanent fixtures that can be destroyed by enemy attacks and repaired by vigilant defenders.

GENERATOR

Generators constitute the primary power supply for most tribal bases. These are usually the first items targeted in an attack, since once they are destroyed all other base equipment loses power and ceases to function.

INVENTORY STATION

An essential strategic asset, inventory stations allow you to customize your equipment. First, enter the IN-GAME OPTIONS menu and select the INVENTORY tab option. Select gear from the various drop boxes. Next, walk onto the station's pad and the new loadout will materialize immediately.

NOTE: The station will not work if you select your configuration while standing on the station! Make your choices before you step onto the pad.

VEHICLE STATION

Vehicle stations allow you to create battle-ready vehicles. To activate a vehicle station, you must first enter the IN-GAME OPTIONS menu and select the INVENTORY tab option. Scroll down to the VEHICLES option and select which vehicle you wish to use. Next, step on the vehicle station's pad and wait for your vehicle to appear.

BASE TURRETS

ANTI-AIRCRAFT

Twin heavy Blasters on the Anti-Aircraft Turret enable it to chew up any Turbograv or jetting enemy warriors that venture into range. It cannot fire at targets on or too near the ground.

MORTAR

A larger version of the armor-carried weapon, the Mortar Turret has a much greater range and delivers a heavier payload.

MISSILE

The Missile Turret is equally effective against air or ground targets. Once locked onto a target, the missiles home in on it. Missile Turrets can lose lock on an aerial target if the target shuts down its afterburners or jets.

PLASMA

The Plasma Turret spits out balls of super-heated plasma. Though slow, they deal severe damage to unshielded targets.

SENTRY

The Sentry uses a built-in sensor to target its enemies and is often found indoors on walls or ceilings.

HALO

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